

SPINach!

Rules of Play

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:)

Introduction

Welcome to the world of circus skills!

Having received your first circus props at Christmas you and your friends have decided to compete to become the best circus performer there is. Over the next few years you will all need to improve your skills, buy more impressive props and become infamous in order to take to the biggest stages at the world's largest juggling conventions and spinning festivals. Of course this won't be easy! Attending events and obtaining better equipment doesn't come for free. You will have to compete against your friends for money and fame but train with them to boost your abilities. Luckily, you all know there is a magical plant called SPINach which gives you an edge over the rest...

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Chapter 1

Overview

Chapter 2

Components

- this rulebook
- 1 game board
- 2 wooden Round markers
- 1 six-sided die
- n wooden Player markers
- m cards
- o round cardboard tokens representing “Coins”
- p wooden green cubes representing “SPINach”
- q hexagonal cardboard tokens representing “Victory Points”

2.1 Component Overview

This section provides a brief overview of every game component.

Game Board

The game board depicts the eight Seasons of a year upon a Big Top, contains tracks for displaying players’ statistics and also provides all of the information required to play the game.

Round Markers

Round markers are used to indicate the game’s current Season and Year.

Player Markers

Player markers are used to indicate each players’ current statistics for Notoriety, owned Prop and Skill level which increase as the different actions are played.

Action Cards

Each player selects an action to do each round. This is done secretly since several of the actions may cause interactions with other players, depending upon what they choose.

Coins

Coins are the main currency of the game which can be used to purchase better props and admittance to Festivals. Trading between players is also possible.

SPINach

The plant which magically boosts your Skill level when had at Festivals. Again, this can be traded amongst players.

Victory Points

These are the prizes players obtain for performing in Shows held at the end of Festivals. Whichever player end up with the most takes ultimate victory!

Chapter 3

Setup

3.1 Game Board

Place the board face up in the centre of the table.

3.2 Round Markers

Place one of the Round Markers in the middle of the Late Winter section of the Big Top and the other at the start of the Year Track.

3.3 Player Markers

Place one Player Marker at the start of each of the Statistics tracks (Notoriety, owned Prop and Skill level) for each of the players.

3.4 Action Cards

Give each player one set of Action Cards each (i.e. one of each Action Card).

3.5 Resources

Put the Coins and SPINach into two separate pools to the side of the board. Each player is given 3 coins from the pool to begin play with.

3.6 Victory Points (VPs)

Put the VPs into a pool to the side of the board.

Chapter 4

Playing The Game

SPINach is played over a number of rounds (Seasons), each consisting of four phases. There are eight Seasons in one Year. Players keep resolving rounds until the end of the Late Summer Season in the fourth Year.

The four phases of each round are summarised below:

1. Job Selection Phase:

Each player simultaneously chooses an Action card from their hand and places it face down in front of them. Details of each Action card are described on page ?

2. Resolve Jobs Phase:

Once all of the players have chosen an Action card all of those cards are revealed together. Their actions are then resolved simultaneously with exception of the 'Go To Festival' action, which instead triggers the Festival Phase.

3. Festival Phase:

If the current Season has a Festival and one or more players have chosen the 'Go To Festival' Action then the Festival phase is resolved; these players are attending the Festival. The Festival Phase is made up of seven sub-phases that are resolved in the order below:

I **Packing Phase:** Each player that is attending the Festival must secretly choose how much SPINach and Money they will take to the festival.

II **Arrival Phase:** Each player attending the Festival reveals how much SPINACH and Money they are taking to the Festival and pays the Entrance Fee to the Bank.

III **Trade Phase:** Open bidding between players attending the Festival to exchange SPINach with Money. A 30 second time limit is suggested for this phase.

IV **Workshops Phase:** Each player attending the Festival gains Skill level based on how much SPINach they consume during training. This is done using tables shown on the Game Board within the current Season.

V **Games Phase:** Each player attending the festival roles the game die, monetary prizes for the two highest rolls.

VI **Shopping Phase:** Each player attending the festival **may** purchase equipment from the trading stalls.

VII **Show Phase:** Each player attending the festival if he/she meets the stage requirements may perform in one show. Based on player stats a performance level is determined, in each show the performers are ranked by their performance level and awarded a prize based on the their ranking and the stage they performed on. The prizes are given in table ? on page ?

VIII **Pack Up Phase:** Players attending the festival discard any SPINach they brought or purchased at the festival.

4. Clean Up Phase:

Players pick up Action cards used on previous rounds only and put them back into their hand, move Season Round marker clockwise around the board by one Season. If the Season marker moves from Early Winter to Late

Winter then the Year Round marker moves up the Year track.

4.1 Sequence of Play

Phase 1: Action Selection

There are a total of 7 Actions that players can choose to perform in a Season.

- Attend Festival
See Phase 3.
- Busk
Gain $((n + 5) / n)$ rounded down Coins. n = number of Players performing the Busk Action in the current Season. When $n \geq 1$ the player that is Busking with the highest amount of Notoriety also gains $((n + 5) \% n)$ Coins. If multiple players have equal highest Notoriety then none of them receive the excess Coin(s).
- Grow SPINach
Pay $(0 \leq m \leq 3)$ Coins. Gain $(2 + m)$ SPINach.
- Make Video
Gain $(S * P / 10)$ rounded up Notoriety. S = Skill Level, P = Prop Level
- Shop
Pay $2 * \text{Prop level}$. Gain 1 Prop level.
- Train
Gain $(n + 3)$ Skill level. n = number of Players performing the Train Action in the current Season.
- “Joker”
Repeat previous Action.

Once you have selected your Action Card place it face down in front of you. When all players have placed an Action Card in front of them move to Phase 2.

Phase 2: Resolve Actions

All players turn over their Action card to reveal their selected Action. “Joker” Action cards are revealed like all other Action cards before they are placed face down to the side of the current Season. [Add examples]

Phase 3: Festival

Festival Phase I: Pack

Festival Phase II: Arrive

Festival Phase III: Trade

Festival Phase III: Workshops

Festival Phase IV: Games

Festival Phase V: Go Shopping

Festival Phase VI: Show

Festival Phase VII: Packup

Phase 4: Clean Up

Chapter 5

End Game

Chapter 6

FAQ

Chapter 7

Appendix

